



You'll need pencil and paper
or another way to record
your ideas.

Release your inner storyteller as
you explore the beautiful village
that inspired Roald Dahl and was his
home for 36 years.

As you follow the walk, we'll show
you more about how some of his
most-loved stories developed and
invite you to complete story-making
activities of your own.

When you finish, you'll have
inspiration to write your own tale
once you're back home.



Great Missenden High Street, circa 1950

This picture shows how the High Street would have
looked when Roald Dahl moved here.

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When you get home...

*Look at all of the ideas that you've collected
on your walk. Do they connect in any way?
Or could they make different stories? You could
build them into one story or create several!*

Head to our website for even more inspiration,
including videos to watch and extra activities
to do at home... If you're hungry for more,
you could even take on our six week
#MakeStoriesLikeRoaldDahl challenge!

Scan the QR code using your
smartphone or go to:

[roalddahl.com/museum/
make-stories-walk](http://roalddahl.com/museum/make-stories-walk)



Share your stories with us!

Use the hashtags **#MakeStoriesLikeRoaldDahl**
and **#BucksOpenWeekend** to share your story
creations with us on social media.

Facebook: [/roalddahlmuseum](https://www.facebook.com/roalddahlmuseum)
Twitter: [@roalddahlmuseum](https://twitter.com/roalddahlmuseum)
Instagram: [@roalddahlmuseum](https://www.instagram.com/roalddahlmuseum)

**THE ROALD DAHL
MUSEUM AND
STORY CENTRE**

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Make stories like ROALD DAHL



A self-guided activity walk



Buckinghamshire
OPEN
WEEKEND
for Culture

**THE ROALD DAHL
MUSEUM AND
STORY CENTRE**



1. GREAT MISSENDEN HIGH STREET

Stand outside the Roald Dahl Museum and look along the High Street.

Roald Dahl would saunter up and down the village's High Street on most days, sending parcels, buying eggs and walking his dog. But whatever else Roald Dahl was doing, his walks were also an inspiration for his stories.

The tallest buildings gave Roald the idea for Sophie's Norphanage in *The BFG*. He imagined BFG striding down the road and blowing dreams through Sophie's window. He imagined that Mr Fox would tunnel the whole length of this road in his first ideas for *Fantastic Mr Fox*.

Think of your own character that could walk along the High Street. Are they tall or small? Is it a human, animal or an imaginary creature? What effect do they have on the street? Make a note of your ideas.

2. CORNER OF CHURCH LANE

From the Museum, walk along the High Street and onto Church Street; pause when you reach the corner of Church Lane.

Apple trees grew all over the village when Roald lived here and his own garden had over 70 fruit trees! He would watch as tiny buds grew and this sparked a thought – what would happen if the apples didn't stop growing? The idea blossomed into *James and the Giant Peach*.

Which fruit can you imagine growing somewhere around this part of the village? Could it become extra large or teeny tiny? If it set off on a journey, would it bounce, roll or boomerang? Where would it go?



1

3. INTO THE CHURCHYARD

Continue along Church Lane and into the churchyard.

The woods and long grass in this area are great habitats for many creatures. Roald studied minibeasts in his own garden as well as exploring the woods for signs of foxes when writing *James and the Giant Peach* and *Fantastic Mr Fox*. For both these stories, he made the creatures more human by giving them names, clothes and special skills.

Which creatures do you think live around here? Choose one to go on an adventure! Give them a name, then an outfit and a special skill.



4

3

2



4. ABOVE THE BENCH

Walk up the churchyard, past the bench.

Roald loved photos, from his summer holiday scrapbooks of Norway to his prize-winning photos of his travels in the Middle East. This helped him to create amazing places in his stories, such as Hazell Woods and the views from the peach. Both of these are partly inspired by the wonderful view that you have now.

Use both of your first fingers and thumbs to make a rectangle – this is your viewfinder frame! Explore different views with it from where you're standing until something catches your eye. What's special about it? Why do you want to capture it? Pssst... you could take an actual photo if you have a camera with you!

This lovely spot is also Roald's final resting place. Take a moment to visit his grave before you head back to the Museum; follow the BFG's footprints from the bench. When you get home, take a look at the back of this leaflet to finish building your story!